

Claim Amendments:

Amend claims 16-17, 19-24, 30-40, 43-81, and 83-91 as follows. These amendments are made in accordance with 37 CFR 1.173 addressing amendments to new claims submitted in reissue applications. See Exhibit A for a version of these claims showing the changes made by this amendment.

16. (Amended) A method of processing an application, the method comprising:
providing a front-end server;
providing a plurality of dedicated processors coupled to the front-end server;
selecting an application;
transferring the selected application to the at least one of the plurality of dedicated
processors for execution;
enabling communication between a user and the at least one of the dedicated processors
such that the user can participate in the execution of the selected application;
executing the selected application at the at least one of the dedicated processors; and
suspending communication between the user and the front end server.

17. (Amended) A method according to claim 16, further comprising:
storing a plurality of applications; and
at the front-end server, generating appropriate communication signals to download the
selected application to the at least one of the plurality of dedicated processors.

19. (Amended) A method according to claim 18, wherein the selecting at least one
of the plurality of dedicated processors includes polling the plurality of dedicated processors by
the front-end server to determine which of the plurality of dedicated processors is available to
execute the selected application before that application is downloaded to the selected at least one
of the plurality of dedicated processors.

20. (Amended) A method according to claim 18, wherein the selecting at least one
of the plurality of dedicated processors includes the plurality of dedicated processors
communicating their status to the front-end server.

21. (Amended) A method according to claim 16, wherein the dedicated processors are heterogeneous.

22. (Amended) A method according to claim 16, further comprising:
enabling communication between at least one additional user and the at least one of the dedicated processors such that the user and the at least one additional user can participate in the execution of the selected application.

23. (Amended) The method of claim 22, further comprising:
providing a voice bridge between the user and the at least one additional user to facilitate the voice communication.

24. (Amended) The method of claim 22, further comprising:
providing a voice bridge between the user and the at least one additional user and one or more processors of the plurality of dedicated processors to facilitate the voice communication.

30. (Twice Amended) A method of processing an application, the method comprising:
providing a front-end server that has access to a plurality of applications;
providing a plurality of dedicated processors that communicate with the front-end server, the plurality of dedicated processors being inhomogeneous;
receiving a message from at least one user of a plurality of users at the front-end server that the at least one user desires a particular application;
selecting a dedicated processor that is of the appropriate type and capacity to run the particular application;
enabling communication between the plurality of users and the selected dedicated processor; and
executing the particular application selected by the at least one user on the selected dedicated processor.

31. (Amended) The method of claim 30, further comprising:
requesting at the front-end server status information from the plurality of dedicated
processors; and
receiving the status information at the front-end server.

32. (Amended) The method of claim 30, further comprising:
after said enabling communication between the plurality of users and the selected
dedicated processor, suspending communication between the plurality of users and the front-end
server such that the plurality of users are communicating directly with the selected dedicated
processor.

33. (Amended) The method of claim 30, wherein said enabling communication
between the plurality of users and the selected dedicated processor comprises enabling
communication between the plurality of users and the selected dedicated processor along a
communication path that does not pass through the front-end server.

34. (Amended) A method of processing an application, the method comprising:
providing a front-end server;
providing a plurality of dedicated processors that communicate with the front-end server,
the front end server having access to a plurality of applications;
enabling communication between a first user and the front-end server;
receiving a message from the first user at the front-end server indicating that the first user
desires a particular application;
enabling communication between the first user and one of the plurality of dedicated
processors through a communication pathway that does not pass through the front-end server;
and
executing the particular application on the one of the plurality of dedicated processors.

35. (Amended) A method according to claim 34, further comprising coupling a
second user to a selected dedicated processor such that the second user may participate in the
execution of the particular application.

36. (Amended) A method according to claim 35, further comprising coupling additional users to a selected dedicated processor.

37. (Amended) A method according to claim 34, wherein the particular application is a real-time application.

38. (Amended) A method according to claim 34, wherein the particular application is a game application.

39. (Amended) A method according to claim 34 wherein the particular application is a non-real-time application.

40. (Amended) A method according to claim 39, further comprising:
enabling communication such that the first user can participate in the execution of the non-real-time application.

43. (Amended) A computer system architecture for processing an application, the architecture comprising:

a front-end server;

at least one dedicated processor coupled to the front-end server;

a coupler communicating with the front-end server, the dedicated processor and a plurality of users, wherein one or more users communicates to select an application, and at least one selected dedicated processor executes the selected application, the coupler including:

means for selecting at least one dedicated processor to execute the selected application; and

means for decoupling a plurality of users from the front-end server and coupling the plurality of users to the at least one selected dedicated processor such that the plurality of users is communicating with the selected dedicated processor such that the plurality of users can participate in the execution of the selected application.

44. (Amended) The computer system of claim 43, further comprising a voice bridge between one or more users of the plurality of users and the at least one selected dedicated processor.

45. (Amended) An architecture according to claim 43, further comprising a device coupled to the front-end server for storing a plurality of applications wherein the front-end server downloads a selected application to at least one said dedicated processor.

46. (Amended) An architecture according to claim 43, further comprising a memory coupled to the at least one dedicated processor.

47. (Amended) A method of running a real-time program, the method comprising:
providing a front-end server networked with a dedicated processor;
receiving, via an access router, at the front-end server, a selection from a user device of a particular real-time program; and
executing the particular real-time program on the dedicated processor to allow the user device to participate in the execution of the particular real-time program.

48. (Twice Amended) A method of using a computer system the method including:
providing a front end server;
providing a plurality of dedicated processors, such that the front end server can communicate with at least one of the plurality of dedicated processors; and
executing an application on the at least one of the dedicated processors to enable the users to communicate voice over a voice bridge with each other.

49. (Amended) The method of claim 48, wherein said executing the application includes facilitating a teleconference with another user.

50. (Amended) The method of claim 48, wherein said executing the application includes forming a voice conference and connecting one of the users to the voice conference.

51. (Amended) The method of claim 48, wherein said executing the application includes connecting one of the users to an existing voice conference.

52. (Amended) The method of claim 48, wherein said executing the application includes forming a voice conference and enabling manipulation of a parameter of the voice conference.

53. (Amended) The method of claim 48, wherein said executing the application includes forming a voice conference and enabling movement of one of the users from the voice conference to another voice conference.

54. (Amended) The method of claim 48, further including sending the user's voice stream via a telephone network.

55. (Amended) The method of claim 48, further including sending data with the voice.

56. (Amended) A method of using a computer system in processing an application, the method including the steps of:
providing a front end server; and
providing a plurality of dedicated processors, the front end server communicating with at least one of the plurality of dedicated processors to respond to
cellular telephone communication from one of a plurality of users by enabling, with the front end server, the at least one of the dedicated processors to execute an application that facilitates communication between the one user and another of the users.

57. (Amended) The method of claim 56, further including communicating voice between the one user and the other of the users.

58. (Amended) The method of claim 56, further including communicating data between the one user and the other of the users.

59. (Amended) The method of claim 56, further including communicating voice and data between the one user and the other of the users.

60. (Amended) The method of claim 56, further including engaging in a chat room discussion with the cellular telephone.

61. (Amended) A method of using a computer system in communicating with an application, the method including:
providing a front end server; and
providing a plurality of dedicated processors, the front end server communicating with at least one of the plurality of dedicated processors to respond to cellular telephone communication from an end user by enabling, with the front end server, one of the dedicated processors to execute an application to communicate with the user.

62. (Amended) The method of claim 61, further including accessing the world wide web with the cellular telephone.

63. (Amended) The method of claim 61, further including communicating via the Internet with the cellular telephone.

64. (Amended) The method of claim 61, wherein the application is a game application.

65. (Amended) The method of claim 64, wherein the game application is played with another user.

66. (Amended) A method of using a computer system in processing an application, the method including:

providing a front end server;
providing a plurality of dedicated processors such that the front end server can
communicate with at least one of the plurality of dedicated processors; and
executing a game application on the at least one of the dedicated processors to enable the
users to play the game with each other while suspending user communication with the front end
server.

67. (Amended) A method of using a computer system in processing an application,
the method including:

providing a front end server;
providing a plurality of dedicated processors such that the front end server can
communicate with at least one of the plurality of dedicated processors;
connecting two users via a voice bridge; and
executing a game application on at least one of the dedicated processors to enable the
users to play the game with each other.

68. (Amended) A method of using a computer system in processing an application,
the method including:

providing a front end server; and
providing a plurality of dedicated processors, the front end server communicating with at
least one of the plurality of dedicated processors to respond to cellular telephone communication
from one of a plurality of users by enabling, with the front end server, one of the dedicated
processors to execute a game application on the at least one of the dedicated processors to enable
the users to play the game with each other.

69. (Amended) The method of any one of claims 56 through 68, wherein the
application is a real-time application.

70. (Twice Amended) A computer system architecture processing an application,
the architecture including:

a front end server;

a plurality of dedicated processors structured such that the front end server can communicate with at least one of the plurality of dedicated processors; and
an application executing on the at least one of the dedicated processors to enable the users to communicate voice with each other over a voice bridge and to communicate data over an access router.

71. (Amended) The architecture of claim 70, wherein the application facilitates a teleconference with another user.

72. (Amended) The architecture of claim 70, wherein the application forms a voice conference and connects one of the users to the voice conference.

73. (Amended) The architecture of claim 70, wherein the application connects one of the users to an existing voice conference.

74. (Amended) The architecture of claim 70, wherein the application forms a voice conference and enables manipulation of a parameter of the voice conference.

75. (Amended) The architecture of claim 70, wherein the application forms a voice conference and enables movement of one of the users from the voice conference to another voice conference.

76. (Amended) The architecture of claim 70, further including a telephone network communicating a voice stream of at least one of the users.

77. (Amended) The architecture of claim 70, wherein the application sends data with the voice.

78. (Amended) A computer system architecture processing an application, the architecture including:
a front end server; and

a plurality of dedicated processors structured such that the front end server can communicate with at least one of the plurality of dedicated processors to respond to cellular telephone communication from one of a plurality of users by enabling the at least one of the dedicated processors to execute the application and facilitate communication between the one user and an other of the users.

79. (Amended) The architecture of claim 78, wherein the cellular telephone communication includes a communication of voice.

80. (Amended) The architecture of claim 78, wherein the cellular telephone communication includes a communication of data.

81. (Amended) The architecture of claim 78, wherein the cellular telephone communication includes a communication of voice and data.

83. (Amended) A computer system architecture processing an application, the architecture including:

a front end server; and

a plurality of dedicated processors structured such that the front end server can communicate with at least one of the plurality of dedicated processors to respond to cellular telephone communication from by enabling the at least one of the dedicated processors to execute the application to communicate with the user.

84. (Amended) The architecture of claim 83, wherein the cellular telephone communication enables accessing the world wide web.

85. (Amended) The architecture of claim 83, wherein the cellular telephone communication enables communicating via the Internet.

86. (Amended) The architecture of claim 83, wherein the application is a game application.

87. (Amended) The architecture of claim 86, wherein the game application facilitates a multi-user game.

88. (Amended) A computer system architecture processing an application, the architecture:

a front end server;

a plurality of dedicated processors structured such that the front end server can communicate with at least one of the plurality of dedicated processors, wherein, of the dedicated processors, at least one of the dedicated processors is not homogeneous; and

a game application executed on the at least one of the plurality of dedicated processors to enable the users to play the game with each other over an access router.

89. (Amended) A computer system architecture processing an application, the architecture including:

a front end server;

a plurality of dedicated processors such that the front end server can communicate with at least one of the plurality of dedicated processors; and

a game application executed on more than one of the dedicated processors to enable the users to play the game with each other, while suspending user communication with the front end server.

90. (Amended) A computer system architecture processing an application, the architecture including:

a front end server; and

a plurality of dedicated processors such that the front end server can communicate with at least one of the plurality of dedicated processors to respond to cellular telephone communication from one of a plurality of users by enabling, with the front end server, one of the dedicated processors to execute a game application on the dedicated processor to enable the users to play the game with each other.

91. (Amended) The architecture of any one of claims 80 through 90, wherein the application is a real-time application.